Topic	Speaker	Time
Summarize Each NASA Center Test Standards	(Below)	
(including philosophy on the example test case)		
	GSFC - Mosier	25-min
	JSC - ???	25-min
	JPL - Tsuyuki	25-min
	LaRC - ???	25-min
₩	MSFC - Sharp	25-min
BREAK		10-min
NASA-wide Test Standard/Handbook	All	30-min
From discussion, catalog/summarize areas of		
consensus by community.		
Discuss a process that could follow-on to TFAWS to		
update NASA-STD-7002 or other existing NASA-		
wide standard (or create new Handbook).		
Thermal Test Discussion Seed Topics (until Time Ends)		75-min
Scope of thermal testing	All	
Discuss purpose of thermal test program		
(workmanship screening, verification of design at		
temperature extremes?, "Simulate versus		
Stimulate". Qualification versus		
Acceptance/Protoflight.)		
Test Temperature Level Determination	All	
Discuss how temperature limits, margins and		
tolerances are determined for thermal testing at		
component & system level.		
Passive vs. Active Margin		
Thermal Balance Correlated model margin vs. non-		
TBT margin		
• Includes Minimum Sweep?		
Difference in Qual/Acceptance		
Difference in component versus subsystem versus		
system		
Temperature Cycling	All	
Number of Cycles – component, subsystem &		
system level?		
Discuss general guidance for making this		
determination. Obvious exceptions to general		
approach (deep space missions, other)		
Vacuum vs Ambient Pressure Cycling & Ramp Rates	All	
Discuss merits of each type of testing on		
workmanship screening. Recommendations for		
either/or or both approaches combined.		

Significant of ramp rates during temperature		
transitions		
Dwell Time and Stability Criteria	All	
Discuss rationale for determining dwell times during		
cycling and the stability criteria during the dwell.		
Component vs. System		
Thermal Balance Testing	All	
Dwell & Stability Criteria		
Steady-State Only or Include transient effects for		
correlating thermal capacitance calcs?		
• Instrumentation – breakout boxes for per-unit		
dissipation determination; thermo-couple/thermistor		
locations and quantities		